

Operators of Municipal Separate Storm Sewer Systems that serve areas within urbanized areas are automatically designated as regulated Small MS4s. These include the following areas. (For cities, the permit area boundary is the city boundary. For counties, permit boundaries must at least be inclusive of urbanized areas. The boundaries must be proposed in the permit application and may be developed in conjunction with the applicable regional water quality control board.)

Region 1

City of Cotati
Graton, County of Sonoma
City of Healdsburg
City of Rohnert Park
City of Sebastapool
Town of Windsor
County of Sonoma

Region 2

City of Belvedere
City of Benicia
Black Point-Green Point, County of Marin
Town of Corte Madera
Town of Fairfax
City of Larkspur
Lucas Valley-Marinwood, County of Marin
City of Mill Valley
City of Napa
City of Novato
City of Petaluma
Town of Ross
Town of San Anselmo
City of San Francisco (those areas not served by a CSO)
City of San Rafael
City of Sausalito
City of Tamalpais-Homestead Valley
City of Tiburon
Woodacre, County of Marin
County of Napa
County of Marin
County of Solano
County of Sonoma
County of San Francisco (those areas not served by a CSO)

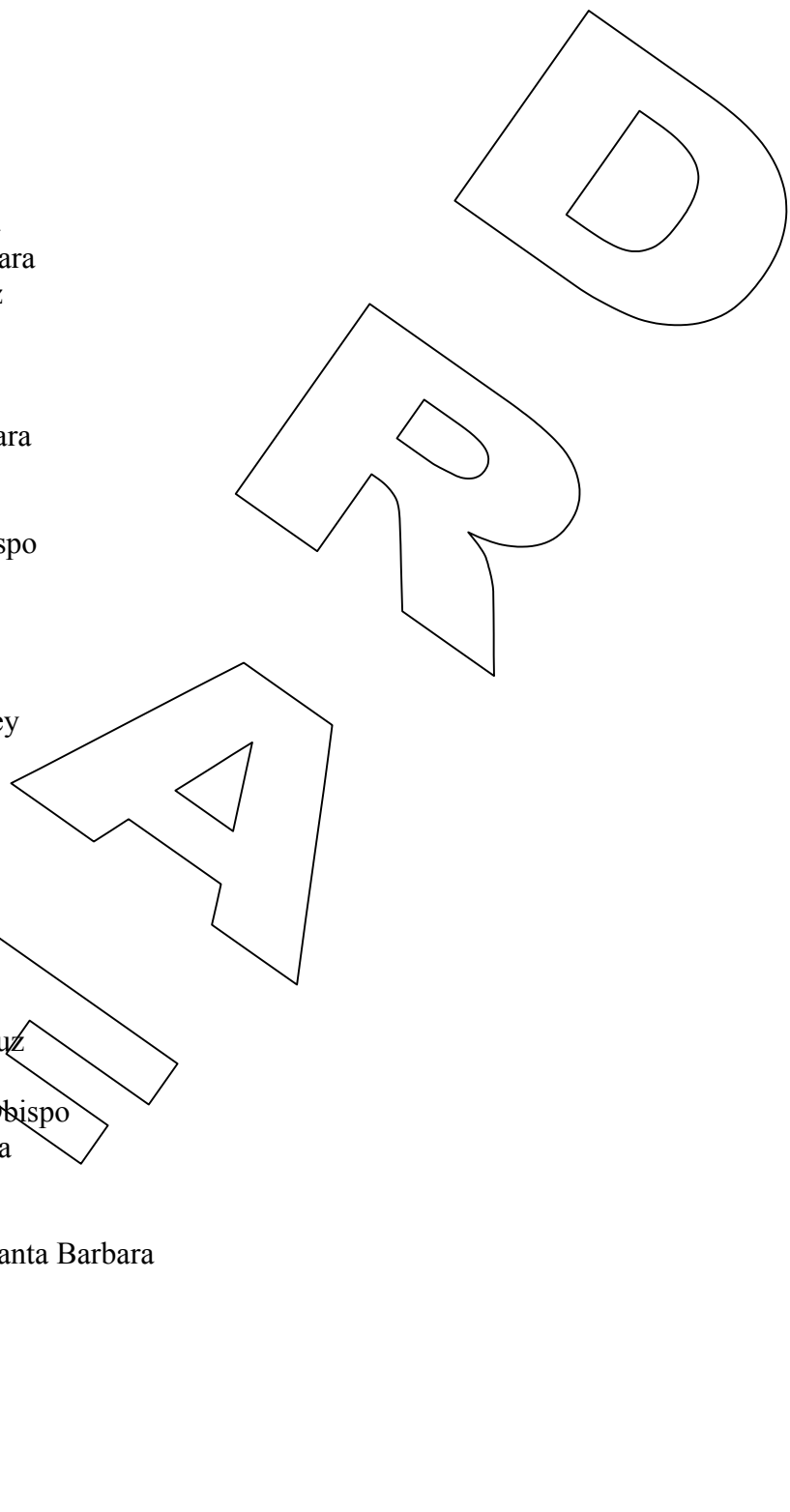
Region 3

Aptos, County of Santa Cruz
City of Atascadero
Ben Lomand, County of Santa Cruz
Boulder Creek, County of Santa Cruz
City of Capitola

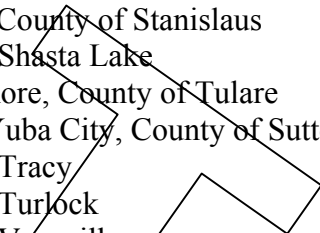
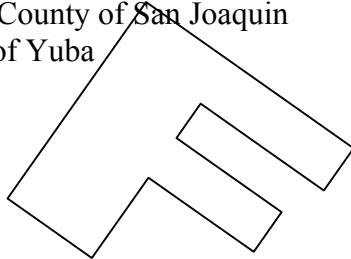
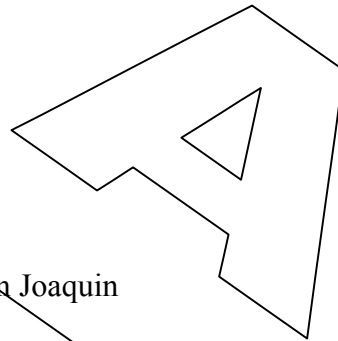
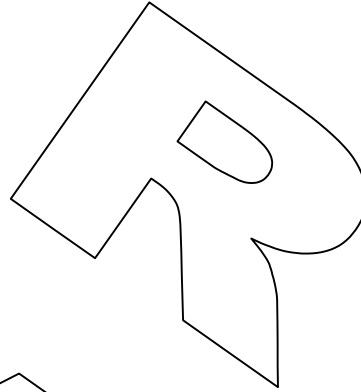
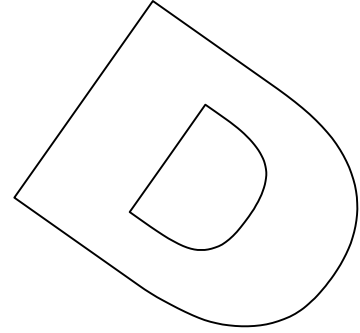
City of Carmel-by-the-Sea
Carmel Valley Village, County of Monterey
City of Carpinteria
Castroville, County of Monterey
Coralitos, County of Santa Cruz
City of Del Ray Oaks
Felton, County of Santa Cruz
City of Gilroy
Goleta, County of Santa Barbara
Isla Vista, County of Santa Barbara
Las Lomas, County of Santa Cruz
Live Oak, County of Santa Cruz
City of Lompoc
City of Marina
Montecito, County of Santa Barbara
City of Monterey
City of Morgan Hill
Nipomo, County of San Luis Obispo
Orcutt, County of Santa Barbara
City of Pacific Grove
City of Paso Robles
Pajaro, County of Monterey
Pebble Beach, County of Monterey
Prunedale, County of Monterey
City of San Luis Obispo
City of Santa Barbara
City of Santa Cruz
City of Santa Maria
City of Scotts Valley
City of Seaside
Soquel, County of Santa Cruz
Summerland, County of Santa Cruz
City of Watsonville
Templeton, County of San Luis Obispo
San Martin, County of Santa Clara
City of Sand City
Vandenberg Air Force Base
Vandenberg Village, County of Santa Barbara
County of Monterey
County of San Luis Obispo
County of Santa Barbara
County of Santa Clara
County of Santa Cruz

Region 5

City of Anderson
City of Atwater
City of Auburn



Bondelle Ranchos, County of Madera
City of Ceres
City of Chico
City of Davis
City of Delhi
Durham, County of Butte
Easton, County of Fresno
El Dorado Hills, County of El Dorado
Empire, County of Stanislaus
City of Exeter
City of Farmersville
French Camp, County of San Joaquin
City of Goshen
City of Houghson
Granite Bay, County of Placer
Kennedy, County of San Joaquin
Keyes, County of Stanislaus
City of Lathrop
Linda, County of Yuba
City of Lodi
Town of Loomis
City of Madera
Madera Acres, County of Madera
City of Manteca
City of Marysville
City of Merced
Morada, County of San Joaquin
North Auburn, County of Placer
North Woodbridge, County of San Joaquin
Olivehurst, County of Yuba
City of Porterville
City of Redding
City of Ripon
City of Riverbank
City of Rocklin
City of Roseville
Salida, County of Stanislaus
City of Shasta Lake
Strathmore, County of Tulare
South Yuba City, County of Sutter
City of Tracy
City of Turlock
City of Vacaville
City of Visalia
City of West Sacramento
City of Winton
City of Yuba City
County of Butte



County of Madera
County of Merced
County of Placer
County of San Joaquin
County of Shasta
County of Solano
County of Stanislaus
County of Sutter
County of Tulare
County of Yolo
County of Yuba

Region 6

City of Apple Valley
City of Hesperia
City of Lancaster
City of Palmdale
City of Victorville
County of San Bernadino
County of Los Angeles

Region 7

City of El Centro
Heber, County of Imperial
City of Imperial
County of Imperial

